

Program Courses

Course Code	Title	Course Outlines	Goal Areas	Credits
Total Credits Required		27		

Program Outcomes

1. Articulate the connections between different professional roles within the video games industry, including but not limited to artists, coders, promoters, and reviewers (ELO 2a, 4d).
 2. Explain the impact of the history and development of the video games medium on social and cultural interactions (ELO 2a, 3b).
 3. Demonstrate how to adapt game development related messages to different audiences (ELO 2b, c).
 4. Compare and contrast different games in terms of formats, narratives, and design (ELO 2a, 4d).
 5. Analyze video game narratives as they relate to communication processes and cultural variations in use and representation (ELO 4b, d).
 6. Develop an artistic, communicative, and narrative concept for an original video game (ELO 4b, d).
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Program Maps

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Career Opportunities

Developmental Courses

Equal Opportunity Employer and Disability Access Information
